Amendments to the Claims

The listing of claims will replace the previous version, and the listing of claims:

Listing of Claims

1-2. (Canceled)

3. (Currently amended) A network game terminal unit having a communication tool enabling an ~~IP~~ Internet Protocol telephone and a voice receiving section, wherein ~~a~~ said voice receiving section ~~of the terminal unit~~ comprises:

a game communicating section for sending and receiving program signals for controlling a network game;

a game control section for controlling the network game based on the program signals;

a participant ~~IP~~ Internet Protocol managing section for managing ~~IP~~ Internet Protocol addresses of participants in the game being provided, said participant ~~IP~~ Internet Protocol managing section being controlled by the game control section;

a network receiving section, separated from the game communicating section, for directly receiving a plurality of incoming signals of telephone message data;

a sorting section for determining whether the received telephone message data includes a prespecified ~~IP~~ Internet Protocol address or not, and sending a plurality of the incoming signals of the telephone message data sequentially, said sorting section being controlled by the game control section;

a plurality of extending sections corresponding to the incoming signals, said plurality of extending sections receiving the plurality of the incoming signals from the sorting section and restoring the transmitted telephone message data;

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a synthesizing section for synthesizing the plurality of the incoming signals of the restored telephone message data in the time-series mode, said synthesizing section being controlled by the game control section;

a ~~D/A~~ <u>digital/analog</u> converting section for converting a digital signal in the synthesized telephone message data to an analog signal; and

a ~~microphone/speaker I/F~~ <u>microphone and speaker Interface</u> section as a connecting section to the communication tool<u>,</u>

<u>wherein a plurality of players participates by the terminal units having the communication tool enabling the Internet Protocol telephone, and communicates directly among the players by controlling Internet Protocol addresses of the players and selectively receiving a telephone message signal including a specific Internet Protocol address.</u>

4. (Original) The network game terminal unit according to claim 3, wherein the network receiving section receives musical sound data for the network game together with the telephone message data.

5. (Previously presented) The network game terminal unit according to claim 4, wherein the voice receiving section in the terminal unit further comprises an in-coming call transmitting section for sending an in-coming call dial tone previously accumulated therein to the synthesizing section in response to an instruction from the sorting section.

6-7. (Canceled)

8. (Currently amended) The network game terminal unit according to claim 5, wherein when the sorting section determines that the received telephone message data does not include the prespecified

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IP address, the telephone message data is aborted or an instruction for transmission of a dial ~~torn~~ <u>tone</u> to the in-coming call transmitting section.

9. (New) The network game terminal unit according to claim 4, wherein said synthesizing section synthesizes the telephone message data transmitted from other players and the musical sound data transmitted from a managing server and transferred to the player.

10. (New) The network game terminal unit according to claim 8, further comprising means for selectively communicating with the plurality of players including one to one and one to all the players.